

ABSTRACT

A mapping method for converting objects in order to optimize utilization of a programming environment on an associated platform includes the steps of identifying a strongly typed object and a type of conversion. A name of a weakly typed object is based upon an attribute associated with a target object and reflection is used on the strongly typed object to obtain properties of the object input parameter. Default names are assigned and stored based upon the obtained properties in a dictionary cache. The dictionary cache is used to complete attributes associated with new object for use in the programming environment.